

The Learning Company®

LOGIC QUEST™



User's Guide

LET'S GET GOING...

For start-up information, troubleshooting, and hardware requirements for *Logic Quest*, refer to the documentation in the CD package.

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* For start-up information, refer to the documentation in the CD package.

Educational Focus

Logic Quest is designed to build skills in logical thinking, developing strategies, decision making, problem solving, and a host of other important cognitive skills. These skills, which are particularly important in mathematics, scientific inquiry, and computer programming, are developed in a visually exciting three-dimensional game world. Because children are free to explore, experiment with, and interact with the game world in a variety of ways, play and engagement become an integral part of the learning process.

The Challenges, the program's two multilevel adventure games, present fascinating logic problems for children to solve that are designed to stimulate higher-order thinking skills. In the Castle Creator, the program's construction set, children build their own worlds and games, demonstrating proficiency of the game concepts and their own originality. Together, these environments are designed to:

- actively involve children in finding solutions to problems
- stimulate their logical-thinking and reasoning skills
- encourage them to try different strategies and find multiple solutions
- promote self-confidence with problem-solving situations

The Challenges

The Challenges—the Courtyard for beginners and the Castle for advanced players—offer 12 levels to explore, each more challenging than the previous one. As players advance from one level to the next, and from one game to the other, they learn that problem solving is a process and that solutions are found by exploring situations, asking questions, and testing new, as well as familiar, strategies. In this way, they are encouraged to take risks, to try out new ideas and methods, and learn from their mistakes, ultimately increasing their ability to solve problems logically. The leveling built into the games ensures that players advance only when they demonstrate proficiency with the tasks at each level, ensuring that they are not asked to tackle problems beyond their grasp.

Interpreting Panel Rules. Players are required to search the environment for panels that contain pieces of a robot character and programming commands that they will later use to advance to the next game level. Not all panels contain character pieces and commands—only those that match the panel rule. The panel rule, which increases in complexity through the games, consists of three pictures: two that follow the rule and one that does not. To interpret the rule, players observe trait similarities by comparing and contrasting attributes (such as shape, color, or materials used in construction), form a hypothesis by deciding which attributes match the rule, and test their hypothesis by opening those panels. This task requires attention to detail, discriminating between similar traits, classification, and generalizing. These cognitive skills— involving gathering, organizing, and synthesizing information—directly correlate to skills necessary in solving mathematical problems and in scientific processes.

Opening Doors. To open panels in the game world, players encounter a series of doors that must be opened and closed in a

certain order to clear the way. To increase the challenge, doors open in different directions, often blocking needed passageways, and the door “switches” are not located next to the doors they open. Players negotiate these door puzzles by using sequential logic to plan several moves in advance, then executing their plan. The cognitive skills include analyzing information by formulating questions and identifying cause and effect, organizing information by ordering and prioritizing, and such problem-solving and decision-making skills as defining the problem, determining the outcome, searching for and applying solutions, and revising solution strategies, if needed. These skills are also necessary in solving science-based problems and carrying out experiments. Players are introduced to increasingly more intricate door puzzles as they progress in the games.

Interpreting Maps. Because the game world is visually complex, consisting of many interconnected rooms which form mazes that are not all visible at the same time, each level of the games includes an interactive, bird’s-eye-view map of the playing environment. Players need to orient their location in the three-dimensional game world with their location on a flat, two-dimensional map—an important abstract thinking skill involving visualization and spatial awareness. In addition to coordinating the two perspectives, players need to translate map symbols to the real objects they encounter, a fundamental and practical map reading skill.

Programming the Robot Characters. Once players have collected all the character pieces and the programming commands they need in a game level, they then program the assembled character to pick up a key and unlock the door to the next level. This activity requires almost all of the thinking skills developed by the other game tasks as players analyze the situation, determine the desired outcome, order and prioritize the desired movements of the character, visualize the result of

their program, apply their solution by executing the program, and revise their program, if necessary, by making modifications. Because feedback is immediate, players are motivated to modify and retest their program designs until the desired result is achieved. They can also see immediately *why* their programs are not working, and can then refine their strategy. Like the other logic problems, the programs they create will increase in difficulty as they advance in the games to provide further challenge and maintain interest.

The Castle Creator

The construction set component of *Logic Quest* empowers users to design and build not only environments similar to those in the Challenges, but entirely new worlds with little or no resemblance to the games. Because of the flexibility of this program component, even beginning players can enjoy and learn from building simple mazes or environments. Advanced players can construct highly complex multilevel worlds, and even devise new game concepts based on different principles than the Challenges. Like the Challenges, the Castle Creator encourages users to try out ideas, modify their plans, and solve problems logically. They work with and see how parts create complex wholes. As they work with the building objects and other construction elements, users' imaginations and creativity are stimulated as whole new ideas present themselves. Here, users are completely free to explore ideas, experiment, test and refine their models, and express not only their logical thinking, but their originality as well.

Designing Worlds. Just as teaching a subject requires a far greater understanding of it than simply knowing its principles, designing a game requires far greater understanding of its elements than playing it. Designing worlds demonstrates proficiency in the thinking skills developed in the games. Users can independently create any world appropriate to the

program's construction elements, so they not only manipulate variables, they control them, too. Designing, or the science skill of inventing, involves the thinking skills users apply in playing the games, as well as generalizing information and evaluating outcomes.

Building Worlds. The Castle Creator provides a rich assortment of building elements (walls, windows, doors, stairs, ceilings, and floors; pre-assembled combinations of walls, ceilings, and floors; and geometric shapes, furniture, terrains, and landscapes) and colors and textures (brick, marble, glass, steel, and many others) to allow for almost unlimited kinds of worlds. The possibilities help inspire users to demonstrate creativity, flexibility, and originality—skills associated with the thinking skill of expanding information. They also have a chance to demonstrate mastery and enjoy a sense of control over their created environments.


Using Perspectives. Working in a three-dimensional world—where both the objects and the user are capable of moving not only forward and backward, and right and left, but also up and down, turning around, and zooming in and out—requires full use of spatial awareness skills. Visualization comes into play as users choose from the various perspectives and orient themselves in space, seeing themselves in relation to their world.

Throughout the program, help is readily available from the program's help system. The Castle Creator also provides demonstrations along with spoken instruction on how to use its features. Appropriate and immediate instructional feedback helps alleviate players' frustration and encourages independent learning.

Getting Started

Are you ready to begin your medieval adventure? Start the *Logic Quest* program by following the instructions in the CD package.

After you start the program, you'll see the main screen.

From here, click on  to sign in.

SIGNING IN

To play *Logic Quest*, you'll need to sign in by entering your name. The Sign-In screen lists all players who have already entered their names. It also lists their scores in the Courtyard and Castle Challenges.

Type your name here.

Click on the arrows to find your name.

Click here to cancel the name that was just typed, or to return to the main screen.

Click here to start a new player.

Click here to go to the main screen.



	Courtyard Score	Castle Score
Alan	240	520
Dan	3480	260
Darrell	600	220
Fedora	620	2460
Floriana	5220	0
Hilary	320	860
Janet	80	1240
Leo	560	140
Ron	480	440
Susan	540	4500

New Player Start Game Cancel

New Players

To add your name to the Sign-In list:

1. Type your name in the name box by using the keyboard. Your name must be different than any other name on the list.

To erase a mistake, press **Backspace** or **Delete** on the keyboard.

2. Click on **Start Game** to go to the main screen. From there you can choose a Challenge or the Castle Creator.

Listed Players

If you've played *Logic Quest* before, your name will already be on the Sign-In list. If you don't see your name in the name box, click on the arrows to scroll through the list.

To continue a Challenge:

1. Click on your name to highlight it, or just type your name in the name box.
2. Click on **Start Game** or double-click on your name.
3. When the main screen appears, click on the inn or castle to continue your saved Challenge.

Removing a Player's Name

You can remove a player's name from the Sign-In list at any time. However, when there are 99 names on the list, it's full and you must remove a name before you can add a new one. Removing a name will permanently erase the player's name, score, and progress in the Challenges from the hard disk.

To remove a player's name:

- Click on the name to highlight it. Then press **Ctrl** **R**.

GETTING STARTED

THE MAIN SCREEN

From the main screen, you can choose to play the easier Courtyard Challenge or the more difficult Castle Challenge, use the Castle Creator to build or modify your own challenge game, create and explore your own saved and converted world or others that come with the program, or go back to the Sign-In screen.

Click here to start the Castle Challenge.

Click here to start the Courtyard Challenge.

Click here to return to the Sign-In screen.



Click here to design your own challenge or world in the Castle Creator.

Click here to explore the saved games or worlds you've built or those that come with the program.

Click on the raven to hear the instructions again.

When you exit the Challenges, your progress or work is automatically saved.

GETTING HELP

There are three kinds of help you can get while using *Logic Quest*.

The Raven. Click on the raven at the main screen to hear the instructions again. Click on the Raven button in the Castle Creator to see demonstrations as well as hear spoken help on specific topics.

The Help Menu. Choose **Contents** from the Help Menu for specific help on using every feature of the program.

This User's Guide. Use this guide for general information on what you can do in the program.

EXITING

To exit the Challenges, the Castle Creator, or a world or challenge game you've created, choose **Exit** from the File menu. Your progress in the Courtyard and Castle is automatically saved, and you will be prompted to save your work in the Castle Creator. However, you cannot save your progress in a challenge you have created when you are playing it.

The Challenges

The mastermind Claire has built a 3-dimensional, multilevel, castle kingdom for you to discover—a world she assembled with a computer and a transanimator that transformed her computer designs into a medieval environment for others to explore. She is looking for an apprentice and has challenged you to learn the secrets to her powerful talent by navigating the passageways to find what she's left behind. If you're successful, you'll also gain access to other worlds she has built.

To solve her challenges, you'll need to decipher the panel rules, maneuver your way through puzzling mazes by mapping a strategy to open and close a sequence of doors, and piece together and program a medieval character on each level to help you. But watch out for the bats! They can be unpredictable!

No one has yet mastered the mind-bending world of Claire's medieval kingdom. How about you? Are you ready to take on the challenges of her computer-designed reality? Then gather your wits and begin!

SOLVING THE CHALLENGES

Investigate the Courtyard and Castle to learn the key to Claire's talents and solve her challenges. In both the Courtyard and Castle Challenge, there are 6 levels to explore, and each level is more challenging than the previous one.

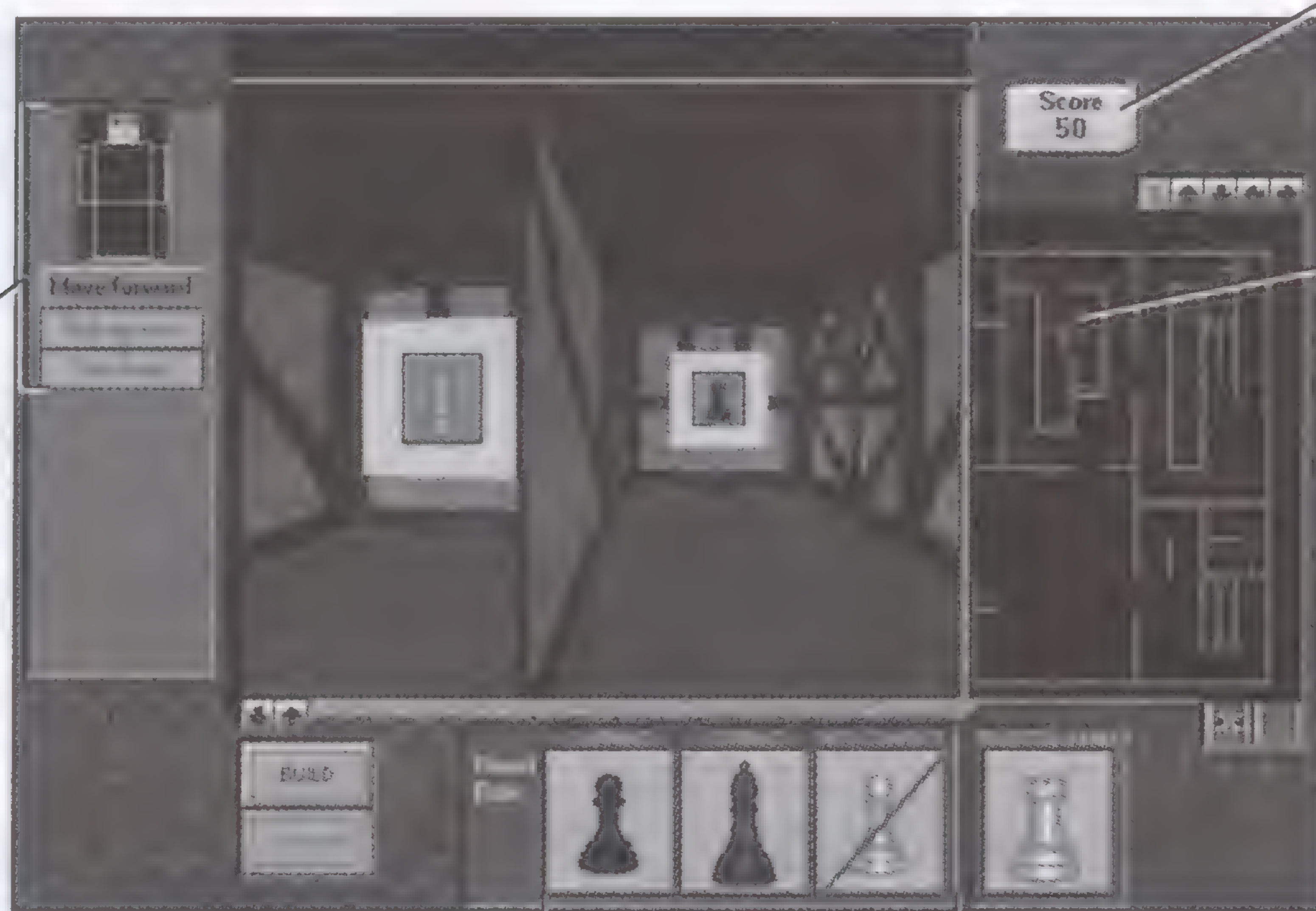
On each level, you'll need to collect pieces of a medieval robot character and the commands to direct it. When you have all the pieces you need, return to the door by the level sign. Then,

Solving the Challenges

program the character to unlock the door to gain access to the next level of the Challenge.

Use the keyboard, joystick, or mouse to move and turn in any direction.

Collect all the character pieces and the commands you need.



Check your score here.

Use the map to see your position relative to all the elements on that level.

Decipher and use the panel rule to determine which panels to open.

As you move through the Challenges, use your fruit supply to open and close the doors, open panels, and keep the bats at bay.

To toss a piece of fruit:

- Press Spacebar or the joystick button.

To solve the Challenges:

- **Decipher the panel rule.** Find one characteristic that is the same in both the first two pictures but not in the third picture. Now you know which panels to open and which to leave alone.
- **Find all the pieces of the medieval robot character and the commands you need to program it.** The character pieces and the commands are hidden behind the panels that match the panel rule.
- **Use the map to locate panels that match the panel rule.** Click on the panels shown in green on the map to

THE CHALLENGES

see them. If a panel matches the panel rule, go to this panel and open it by hitting it with a piece of fruit. You'll find a piece of a medieval robot character and/or a command to use to program it.

- **Use the map to see where the doors are and how they work.** The map shows the direction doors open and where the door switches are to open them. To get to some panels, you'll need to open several doors in just the right order. To open a door, hit the door switch with a piece of fruit.
- **Beware of bats!** If they run into you, you will be carried off to another part of the Challenge level and may get lost. Avoid the bats by tossing fruit to them to make them take a short nap.
- **Program the medieval character.** When you collect all the robot character pieces and the commands you need, go back to the room where the level door and character are. Figure out how the character needs to move to pick up the key and unlock the door to the next level. Then use the Program button to choose the commands to direct the character. After you open the door, go into the room to advance to the next level of the Challenge.

Performing Tasks

To progress to the next level of a Challenge, you'll need to do the following things.

DECIPHER PANEL RULES

To figure out the panel rule, compare the three pictures in it. What do both the first two pictures have in common that the third one doesn't? When you know that, you've deciphered the rule!

Solving the Challenges

In the panel rule below, the first two knights have mustaches, but the third one doesn't. In this Challenge level, only open panels that show a knight with a mustache.



The rule here is that panels must show knights with mustaches.

In the example below, the first two shields are divided in half diagonally; the third one is divided vertically. Follow this level's rule by only opening panels that show a shield divided in half diagonally.



The rule here is that panels must show shields divided in half diagonally.

To open a panel:

- Press **Spacebar** or the joystick button to toss a piece of fruit. If you hit the panel, it will open, and you will collect the pieces behind it.

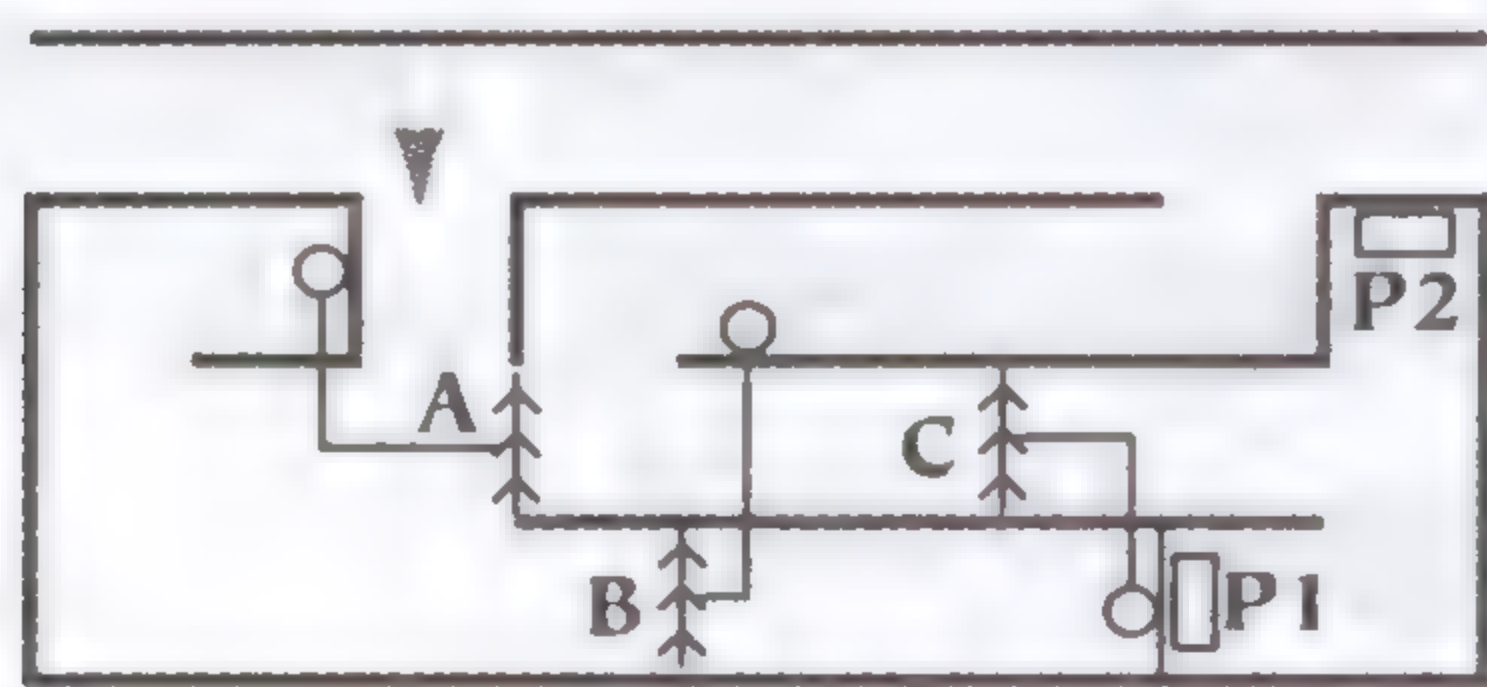
OPEN AND CLOSE DOORS

Some panels are very hard to get to. You may have to open and close several doors in a particular order. Opening some doors may block your path to the next door. Use the map to help you, and think things through several steps in advance.

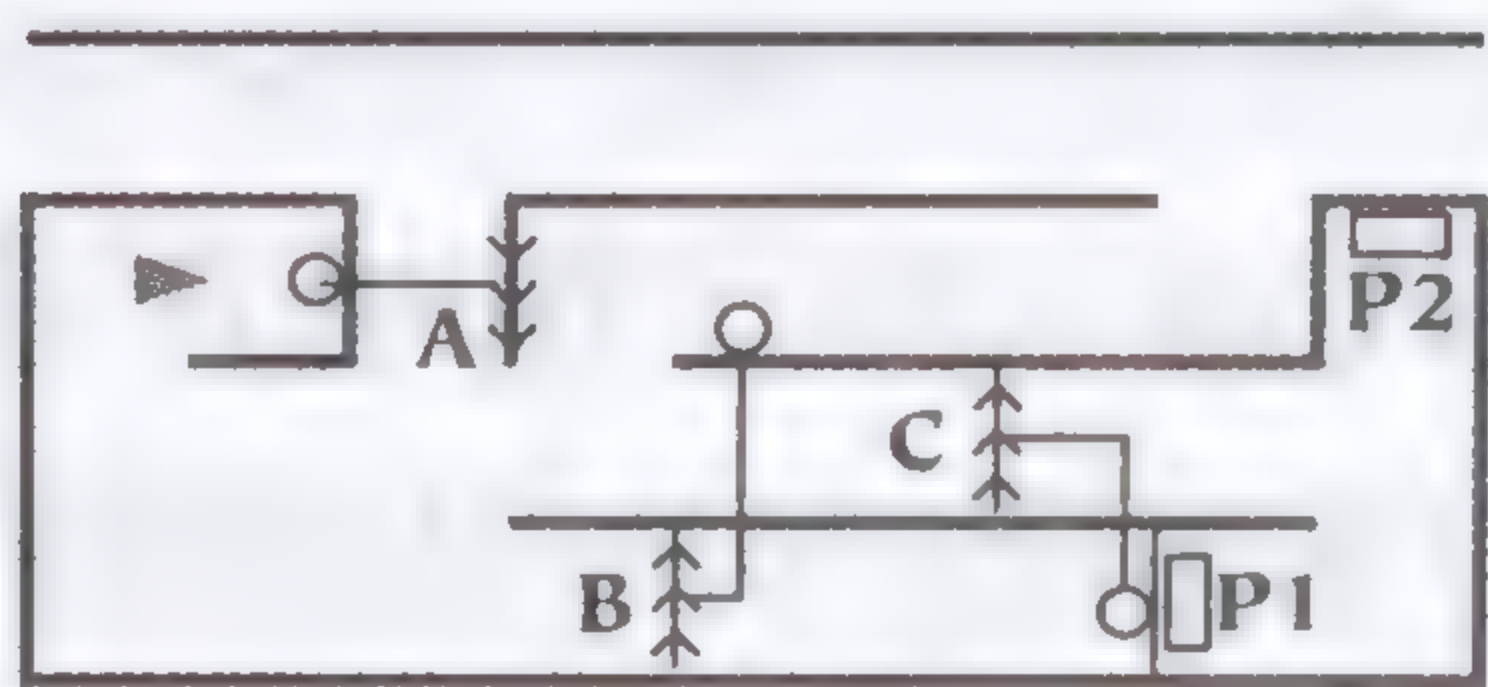
To open or close a door:

- Go up to the door switch that controls the door you want to move. Press **Spacebar** or the joystick button to toss a piece of fruit at it. If you hit the door switch, the door will move in the direction indicated by the arrows on the map.

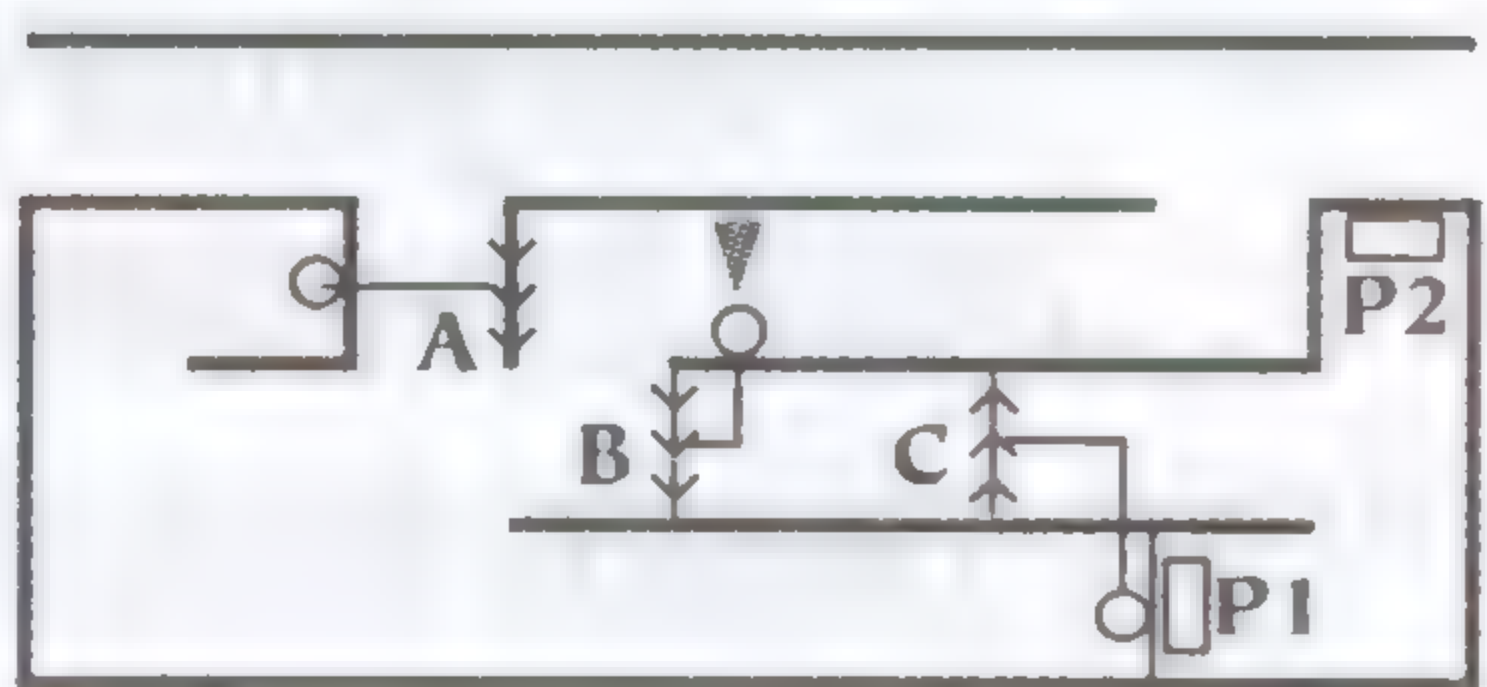
THE CHALLENGES



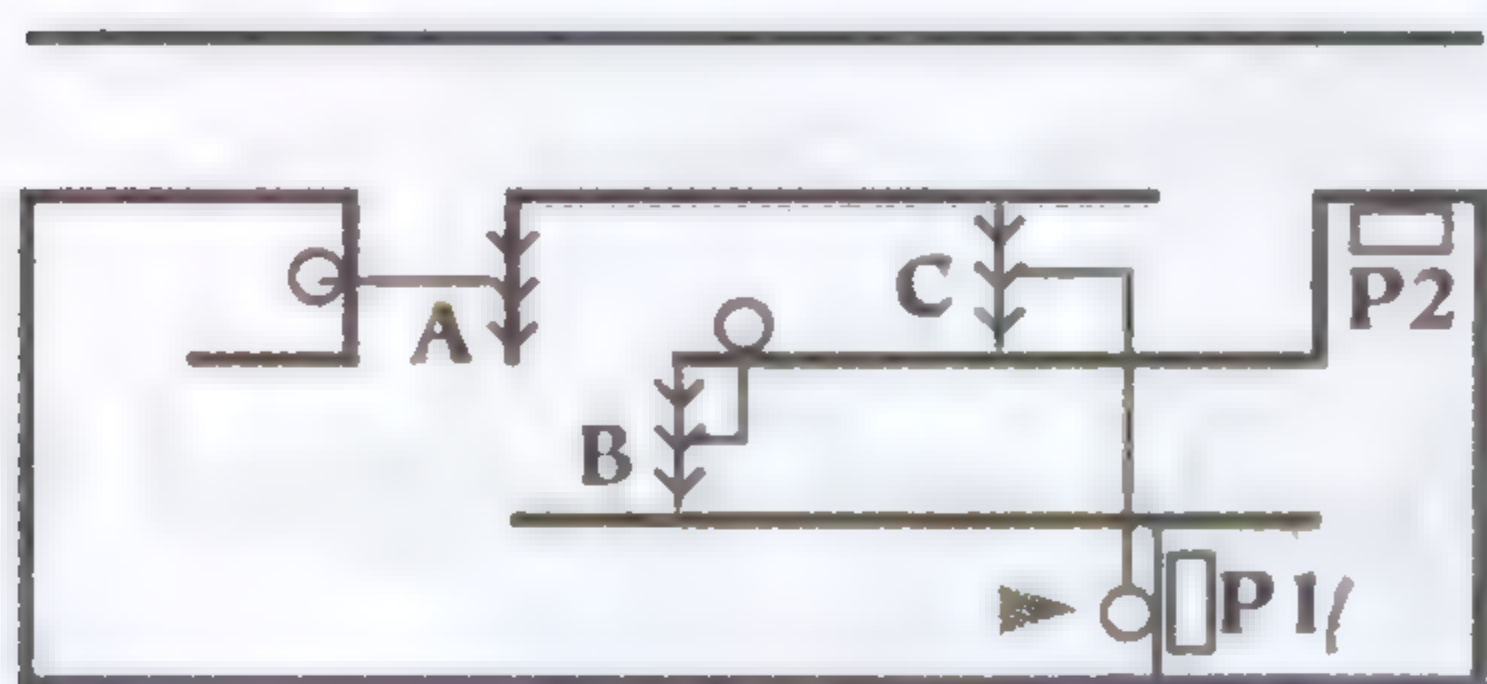
Decide your moves.



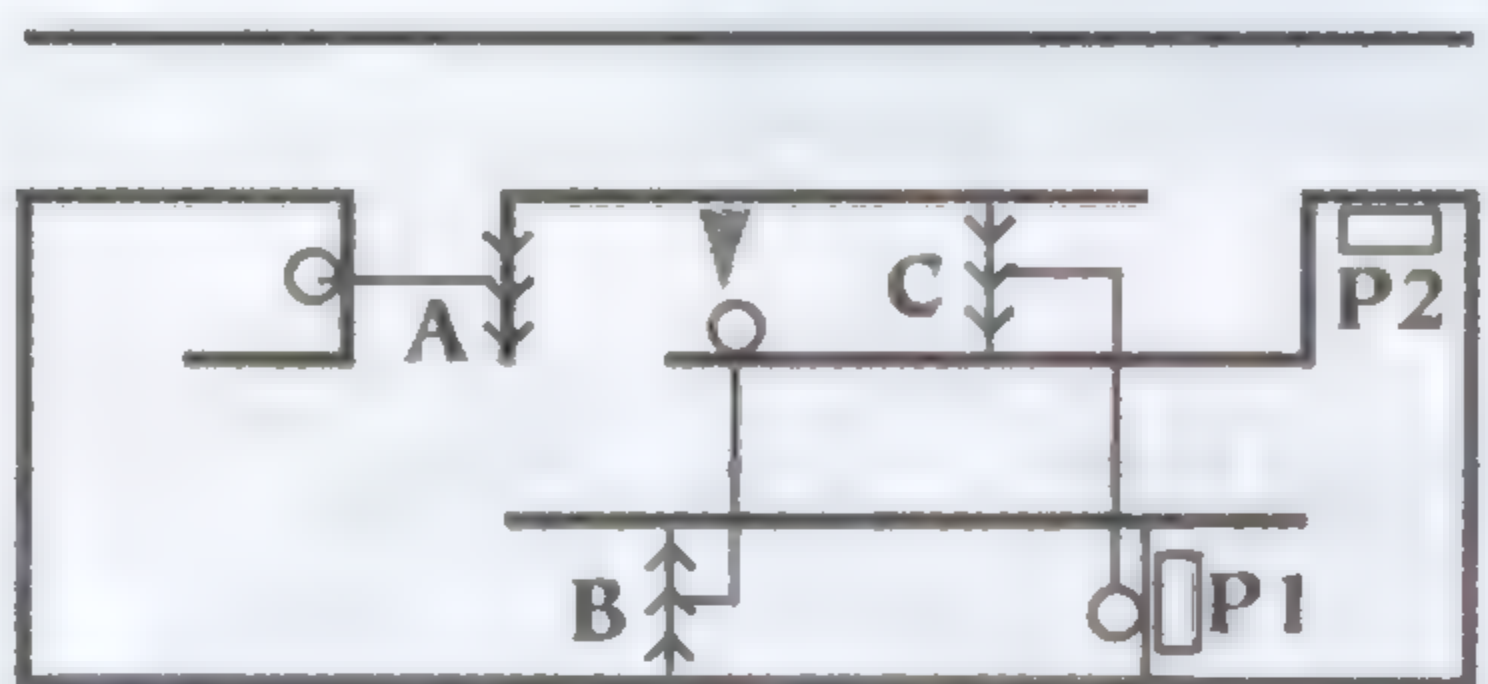
Move door A up.



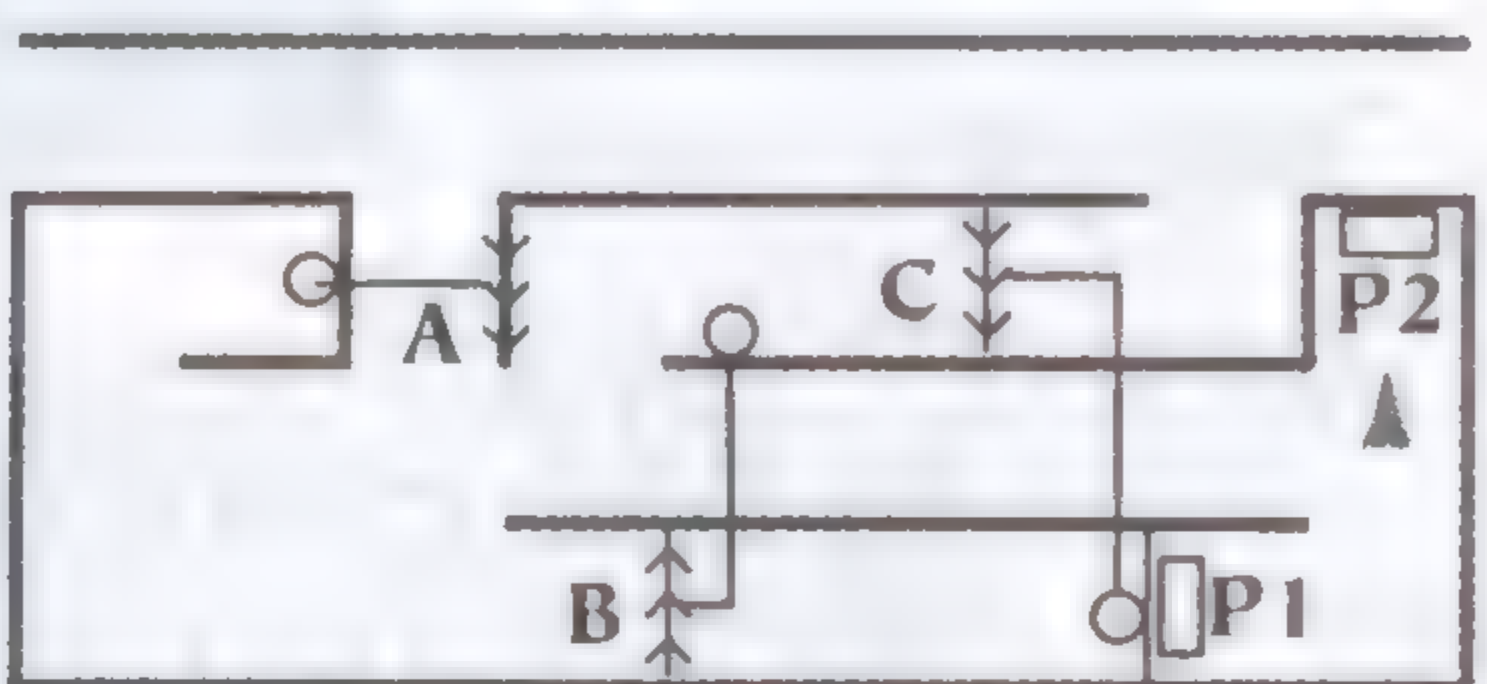
Move door B up.



Move door C up.

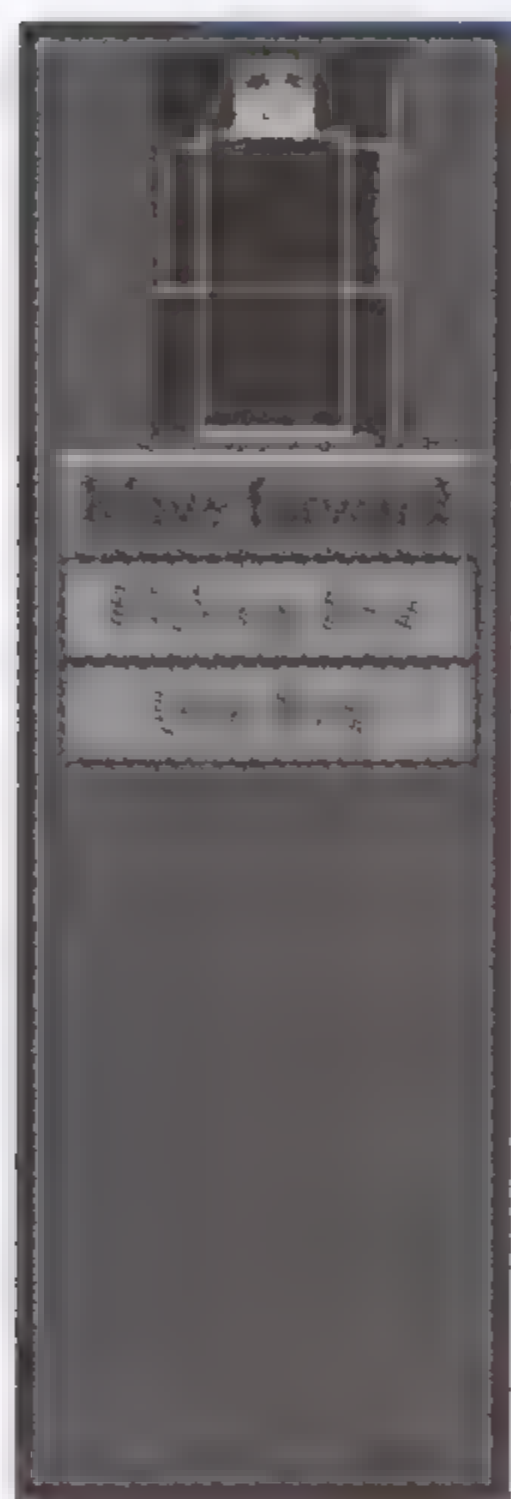


Move door B down.




Go to panels P1 and P2.

PROGRAM THE MEDIEVAL ROBOT CHARACTER



When you open panels that match the panel rule, you'll find pieces of the medieval character and/or the commands to direct it. When you find a piece, it fills in the outline of the character in the box beside the challenge window. When you find a command, it lights up below the character box.

When you have collected everything you need, find the character by the level door. Then use  to program the character to pick up the key and unlock the door so that you can move to the next level.

STRATEGIES AND SCORING

STRATEGIES FOR SUCCESS

Here are some tips to help you solve the Courtyard and Castle Challenges.

- **Use the map.** The map helps you find your way around the Courtyard and Castle, and also shows the panels when you click on them. If the panel doesn't match the panel rule, you won't need to go there. The

Strategies and Scoring

map also shows where all the switches are that move doors and which direction the doors move. This lets you see if opening a door clears one passageway but blocks another. If you like, use the map in *Appendix C* that shows the part of the challenge you're in. Then mark the panels you want to open and figure out the best way to get there.

- **Study the doors before you move.** Use the map to see which doors block your way. Work backward from the panel you want to open to figure out which door to open or close first, second, and so on. This way, you'll be able to see more clearly if any passageways will be blocked by your moves.
- **Avoid the bats.** If a bat runs into you, it will carry you to another part of the maze and you may lose your way. You can toss them fruit to make them take a nap, or you can study how they move so you can avoid them. Sometimes it's possible to lock them in a room or passageway by closing the door behind you.

SCORING



You earn points in the Challenges each time you:

- open a panel that matches the panel rule
- successfully program the character to unlock the door to the next level of the challenge
- toss fruit to a bat and make it take a nap

Your score is displayed in the upper right corner of your screen and appears next to your name on the Sign-In screen.

The Castle Creator

How would you like to create your own medieval village or another kind of world? The Castle Creator has all the objects you'll need to create an interesting 3-dimensional world with textured walls, buildings, landscapes, furniture, and simple geometric shapes. There are even preprogrammed characters you can add who can move throughout your world.

You can also build your own games, similar to the Courtyard and Castle Challenges. Just add panels, panel rules, and bats to your world, and include a character for players to program. Or build a tricky maze with doors and windows. Let your imagination be your guide!

BUILDING A WORLD

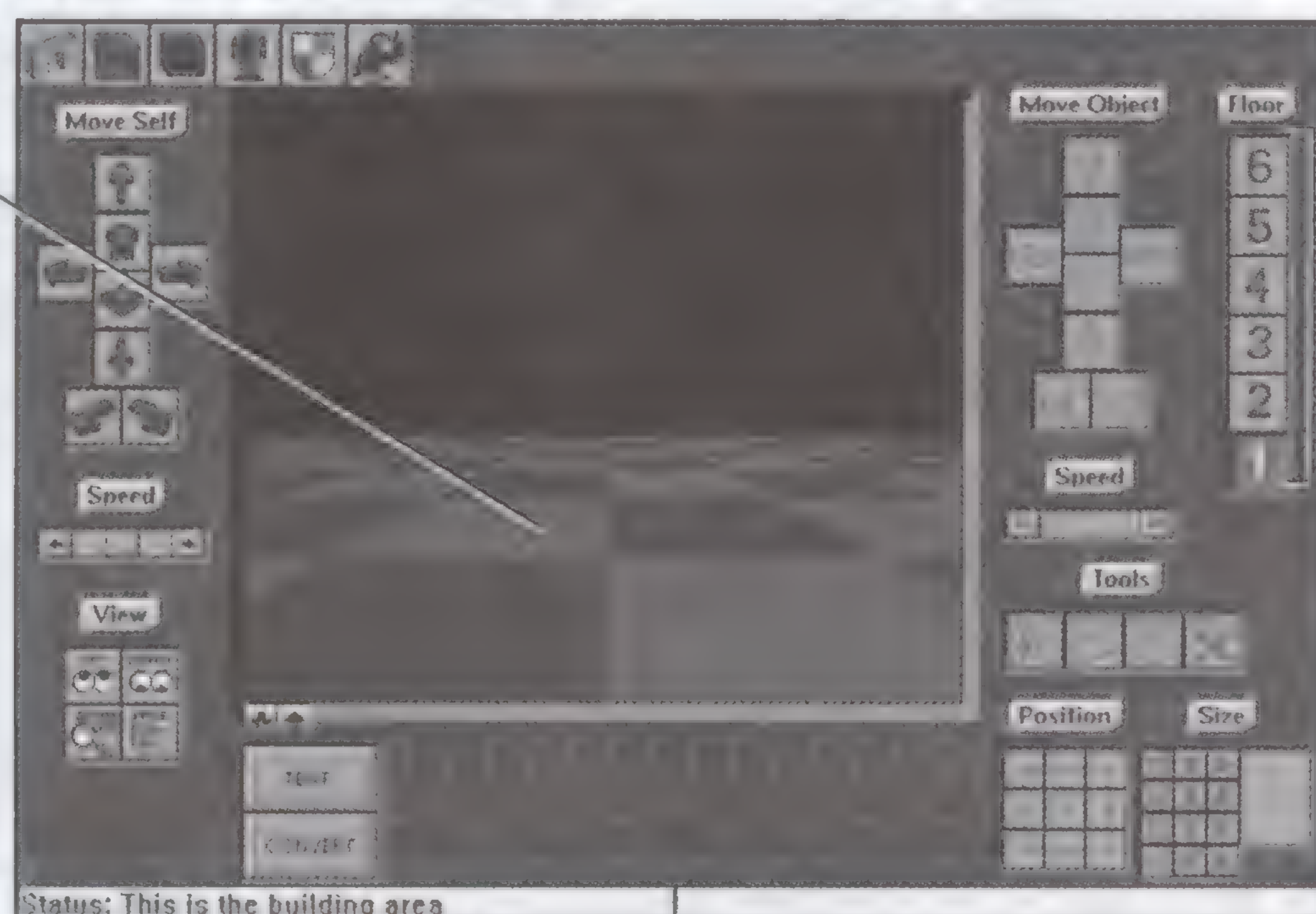
Take a moment before you begin building to think about what you want to create. Explore some of the Castle Creator objects and options to get ideas.

You can design a simple, untextured world, or a fully detailed world with objects and textures used in the challenges. It can be indoors or outdoors or both. Your world can be small—a room, a single hallway, a house, or a building with a few rooms or floors—or it can be big—a castle with many floors or an entire kingdom.

A World to Explore

The tiled grid shown on the Castle Creator screen is where you build your world. You can change the number of grid squares on the grid for bigger or smaller designs, and choose from one to six floors.

Use the grid to build your world.



Click on the button of the floor you want to go to.

Position building elements on the grid to build your world. These objects are the same ones used to create the Courtyard and Castle Challenges, and there are more! Choose from:

- **Building Segments**—including walls, ceilings, doors, windows, stairs, floors, roofs, and tubes (pre-assembled combinations of walls, ceilings, and floors)
- **Objects**—including Geometric Shapes, Furniture, Terrains, and Landscapes
- **Preprogrammed Characters**
- **Game Elements**—including panels, panel rules, and the timer

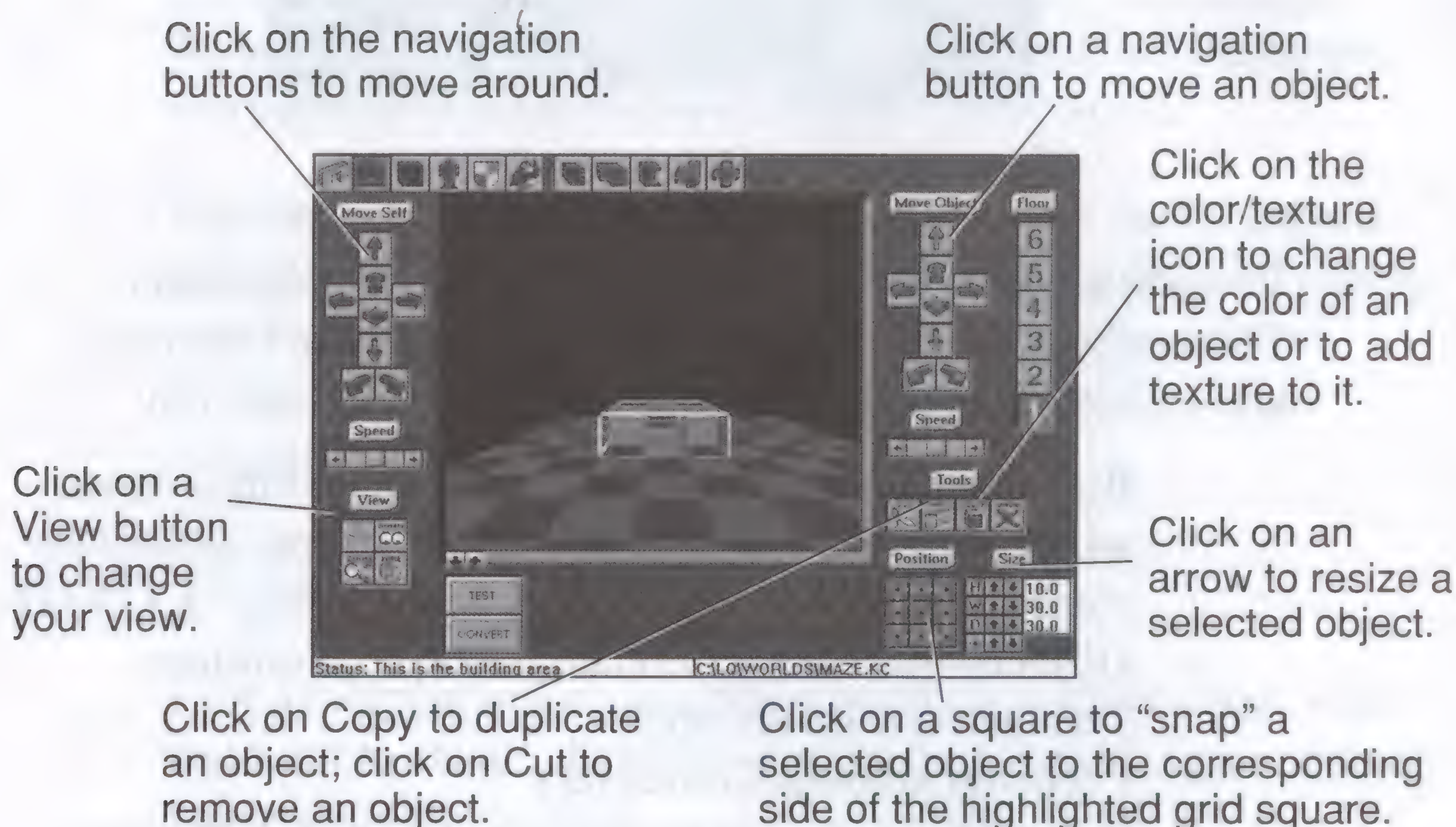
Use the building segments to construct mazes and buildings of all kinds. Use the other objects as decorations or obstacles.

To build your world, you can:

- **Move objects** right, left, forward, backward, up, and down, and even rotate them.
- **“Snap” objects** to a selected grid square, which is helpful when aligning objects or fitting building segments together.
- **Resize objects**, either proportionately or by stretching or shrinking them into new shapes.

THE CASTLE CREATOR

- **Change the color of objects or add texture** to make them look like they are made of wood, stone, brick, marble, glass, steel bars, or other unique materials for exciting effects.
- **Cut and copy objects** to help you build your world quickly. Copying objects that you've resized, colored, or textured makes building easy.



As you work with objects, you can move around them on the grid, change your view of them, and even move *through* them. By moving *through* objects, you can travel around quickly and check your work from every angle.

Take your time to experiment with the different elements and objects. Remember, you can move things around and change them as often as you like until your world has everything in it that you want. Watch your world grow—piece by piece, floor by floor!



First floor



Second floor



Third floor



Completed world
with textures

A Challenge to Solve

Once you've built a world, you can create a challenge to solve—one of your own, or like Claire's—by adding panel rules, panels, bats, and a character to program. You can design your challenge in a medieval world like the Courtyard and Castle Challenges, or in any kind of world you want. You can choose to make it a challenge that's easy to solve or a very difficult one.

Your challenge can be a simple maze with no doors or a complex one with many doors. It can have one floor or six. It

THE CASTLE CREATOR

can be an obstacle course or a dodge-the-bats challenge. Think about what the goal of your challenge will be. Maybe players need to find a secret object or open a panel. Or maybe they need to program a character to do something special.



Simple maze, side view



Simple maze, top-down view



Multi-story maze, side view



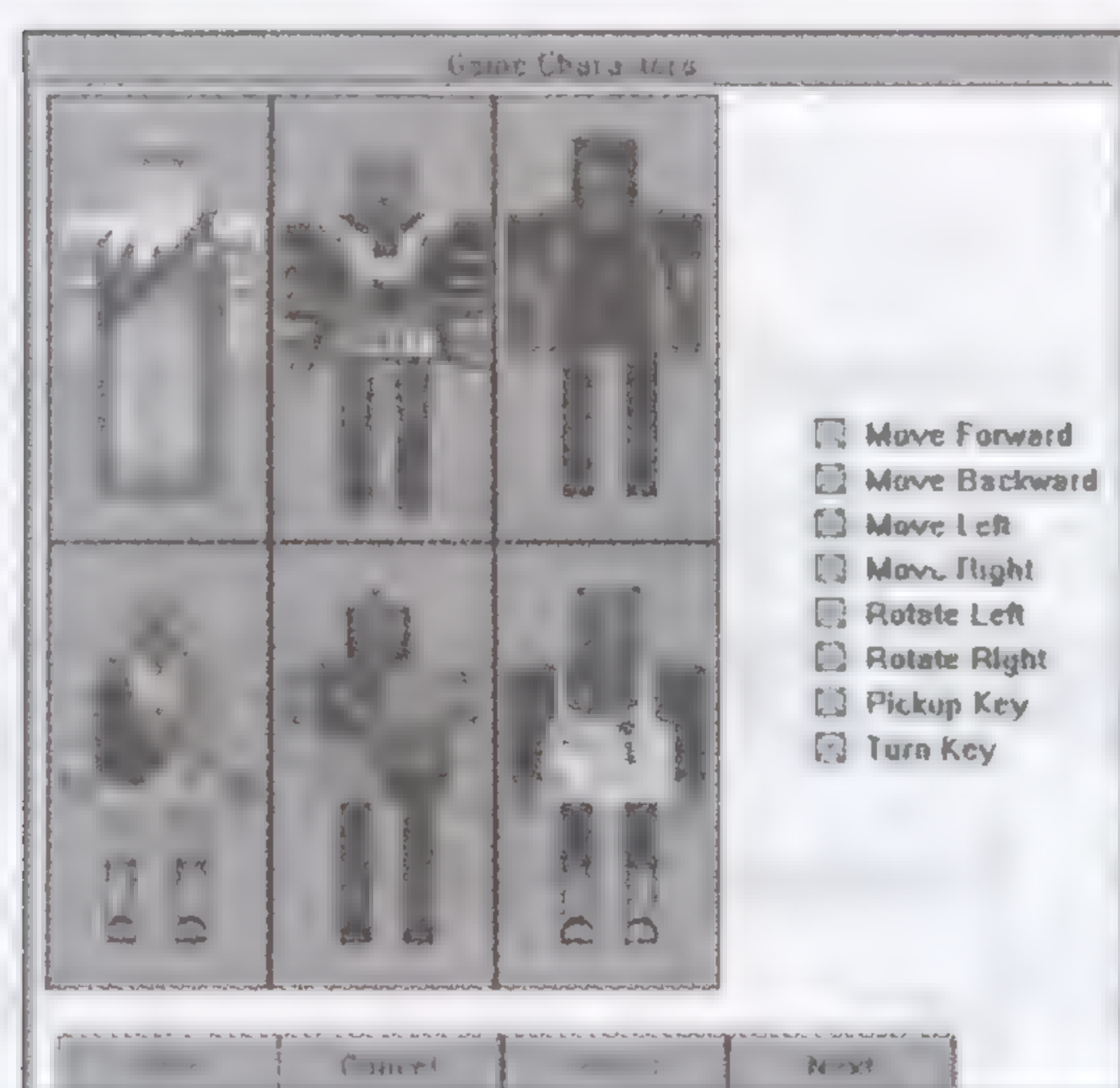
Multi-story maze, top-down view

If you like, you can resize the map that players will see when they explore your world. You can also add options like the ones that you see in Claire's challenges, particularly if you are building a challenge to solve.

- **Panels** that hide pieces of a character and/or commands to direct it—choose their location.
- **Panel rules**—choose what they are and how many to add.
- **Programmable character**—choose how it looks and what commands it can use.

Testing and Playing a World

- **Key**—choose it and the door it opens.
- **Bats**—choose from three speeds.
- **Timer**—set a time limit for players of your challenge.



Click on the character you want in your challenge. Choose commands by marking or unmarking the checkboxes.

TESTING AND PLAYING A WORLD

After you've built a part of your world, you may want to try it out. In Test mode, doors open and close; the panel rule appears on the screen; clues appear on panels; bats appear where you've placed them; you can set the map size; fruit is available; and the game character and key look like those you've chosen. Click on **TEST** to see how things will look to players and how well all the parts work in a challenge. Click on **BUILD** to leave Test mode and then make any changes you want.

When you're finished building, testing, and tinkering with your world, click on **CONVERT** to convert your world into a "finished" format. Then other players can explore your world or solve your challenge, just like you did in the Courtyard and Castle Challenges. If you make any changes to the world after you've converted it, you will need to convert it again if you want to see those changes in the finished format.

APPENDIX A: THE MENUS

The chart below shows the items available for each menu on the menu bar for the different areas of *Logic Quest*.

	File	Options	Help
Main Screen	<ul style="list-style-type: none">• Exit	<ul style="list-style-type: none">• Sound & Music• Texture Setting• Bats	<ul style="list-style-type: none">• Contents• About Logic Quest
Courtyard and Castle Challenges	<ul style="list-style-type: none">• Restart Level• Return to Main Screen• Exit	<ul style="list-style-type: none">• Sound & Music• New Player Hints	<ul style="list-style-type: none">• Contents• About Logic Quest
Castle Creator	<ul style="list-style-type: none">• New• Open• Save• Save As• Return to Main Screen• Exit	<ul style="list-style-type: none">• World Setting• Sound & Music• Musical Score	<ul style="list-style-type: none">• Contents• About Logic Quest
Converted Worlds and Games	<ul style="list-style-type: none">• Restart Level• Return to Main Screen• Exit	<ul style="list-style-type: none">• Sound & Music• New Player Hints	<ul style="list-style-type: none">• Contents• About Logic Quest

APPENDIX B: USING THE KEYBOARD

Key	Function
General	
Ctrl S	Turns the sound on and off.
Spacebar	Go directly to the main screen from the program's opening scene or to the map from the closing scene.
Sign-In	
Ctrl R	Remove the name in the name box permanently.
Backspace	Delete letters.
Enter	Enter the name in the name box as a new player, or choose the highlighted name as the current player.
Esc	Return to the main screen.
Courtyard and Castle Challenges	
← → ↑ ↓	Move left, right, forward, or backward.
Spacebar	Throw a piece of fruit.
Castle Creator	
← → ↑ ↓	Move left, right, forward, or backward in Test mode.
Spacebar	Throw a piece of fruit in Test mode.

APPENDIX C:
COURTYARD CHALLENGE MAPS

Legend

>>>

direction
door opens

○—

door switch

▭

panel

🔑

key

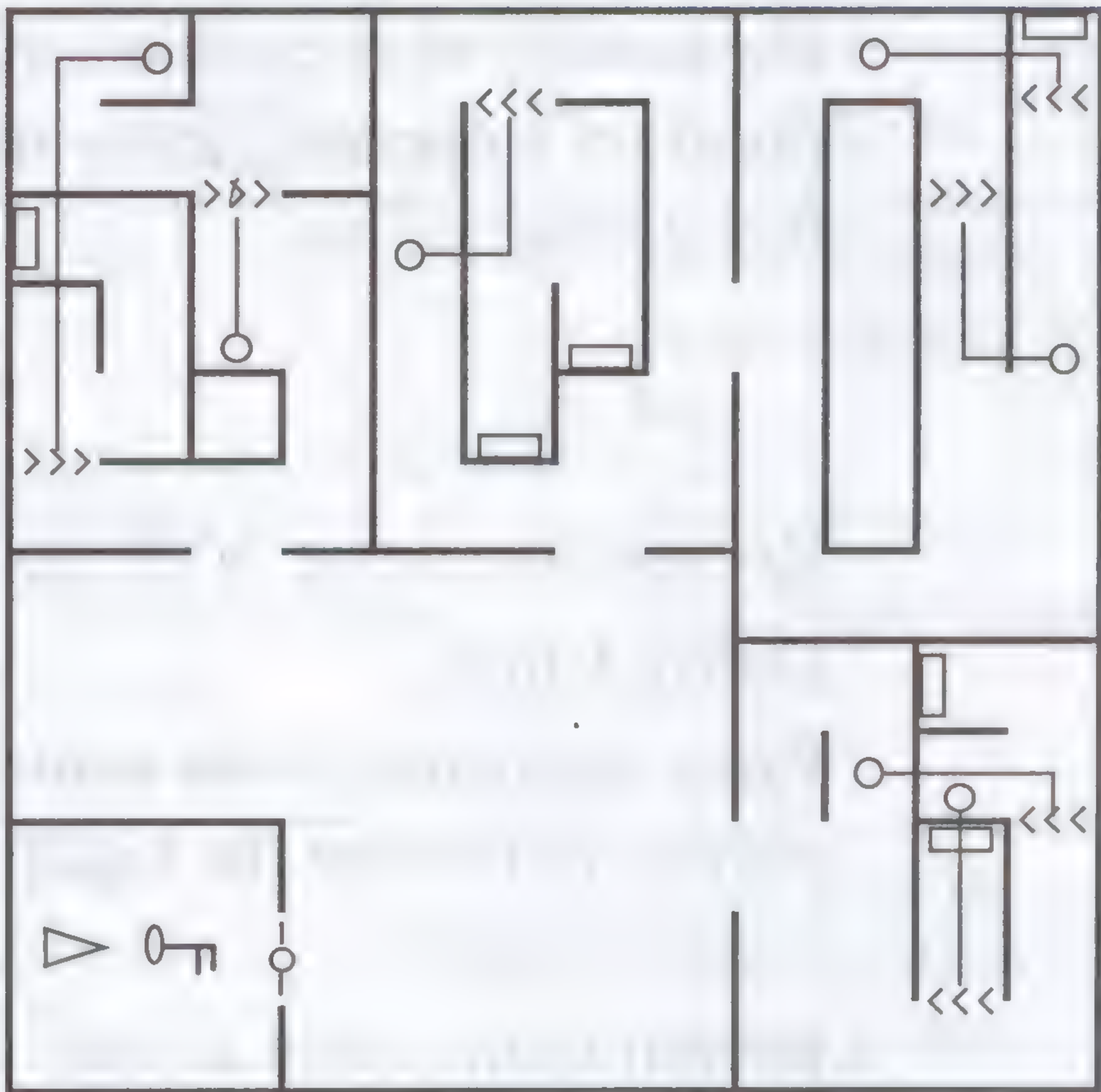
▷

robot
character

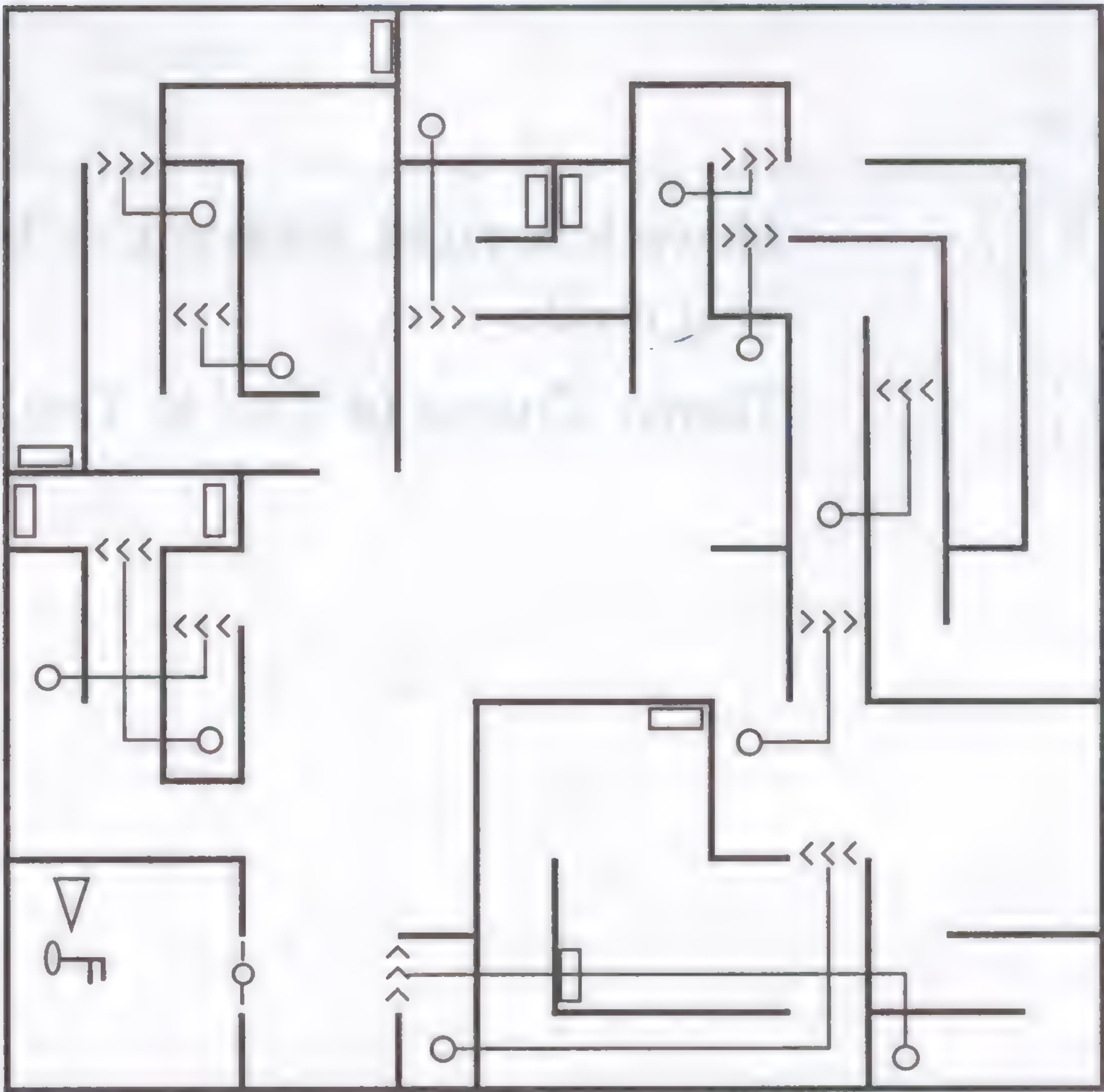
—○—

level door

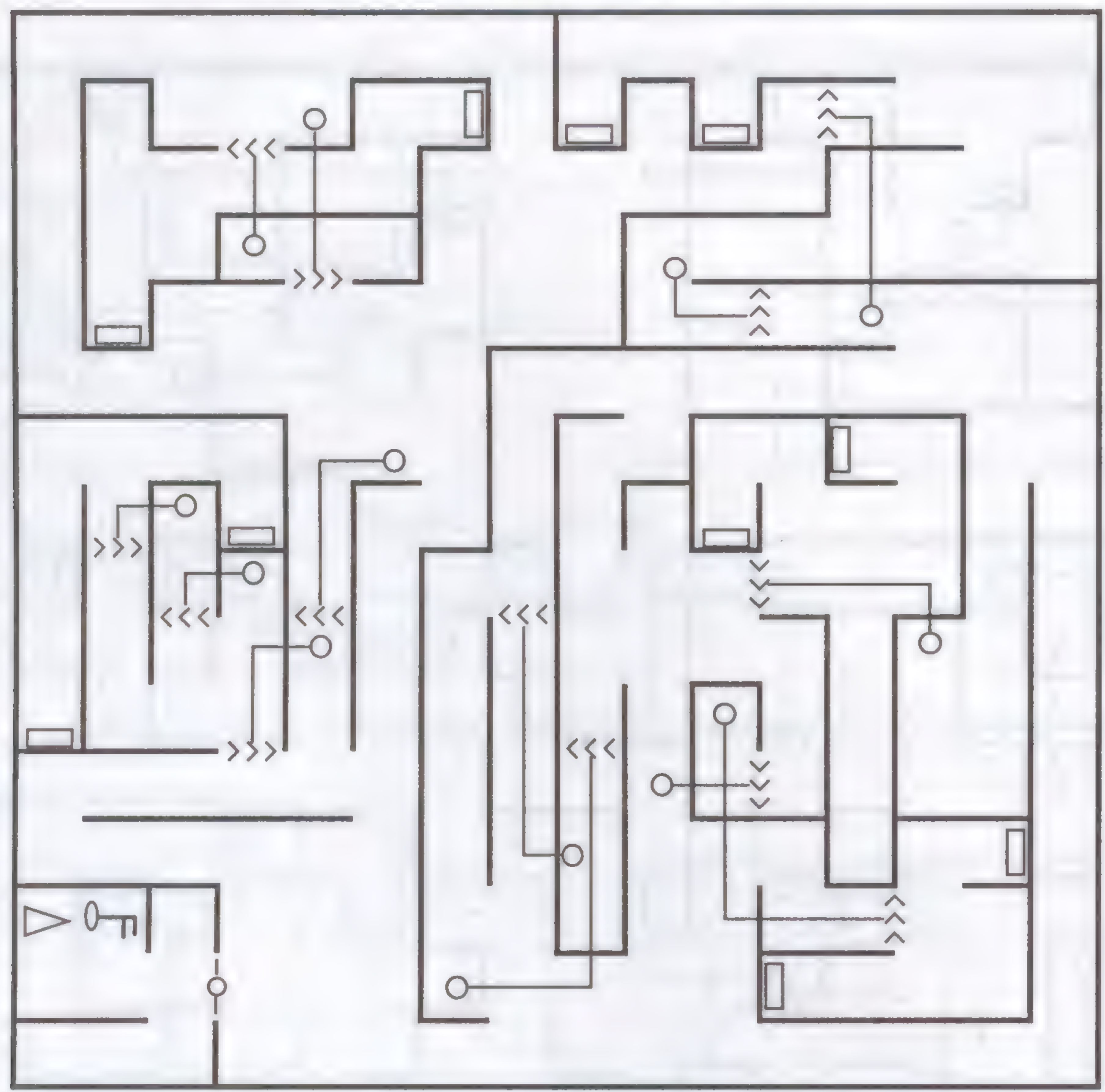
Courtyard Level 1



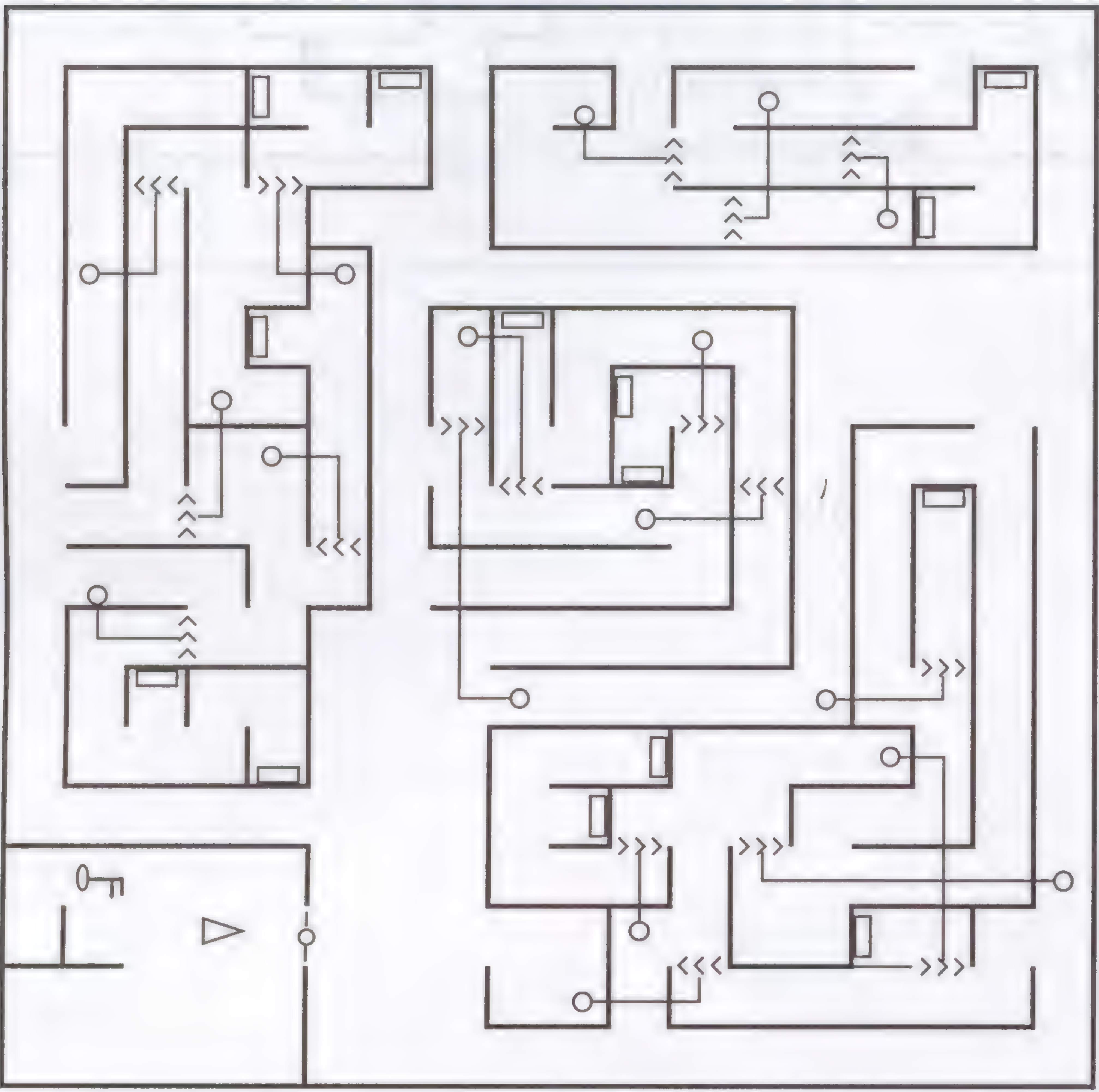
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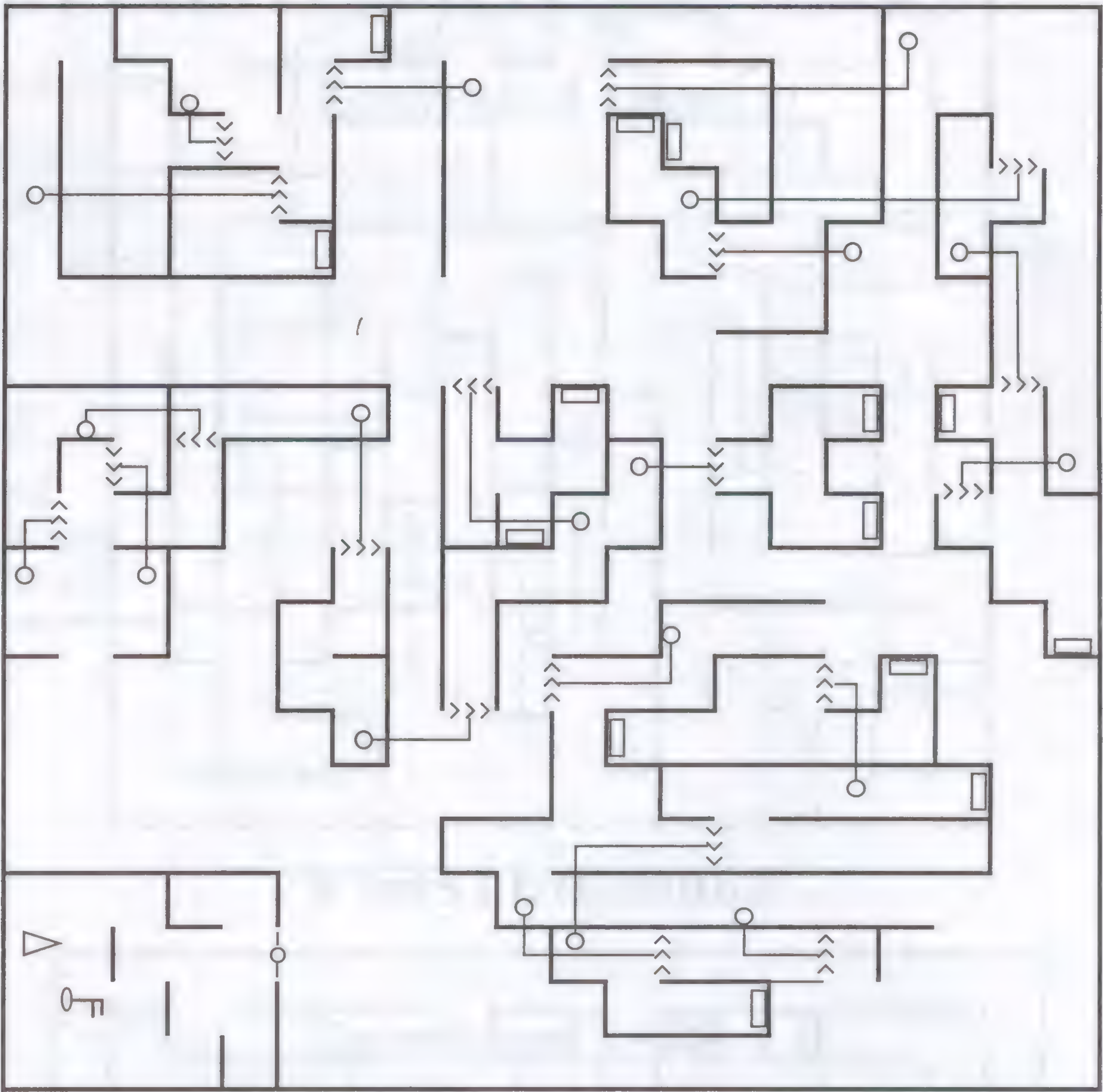
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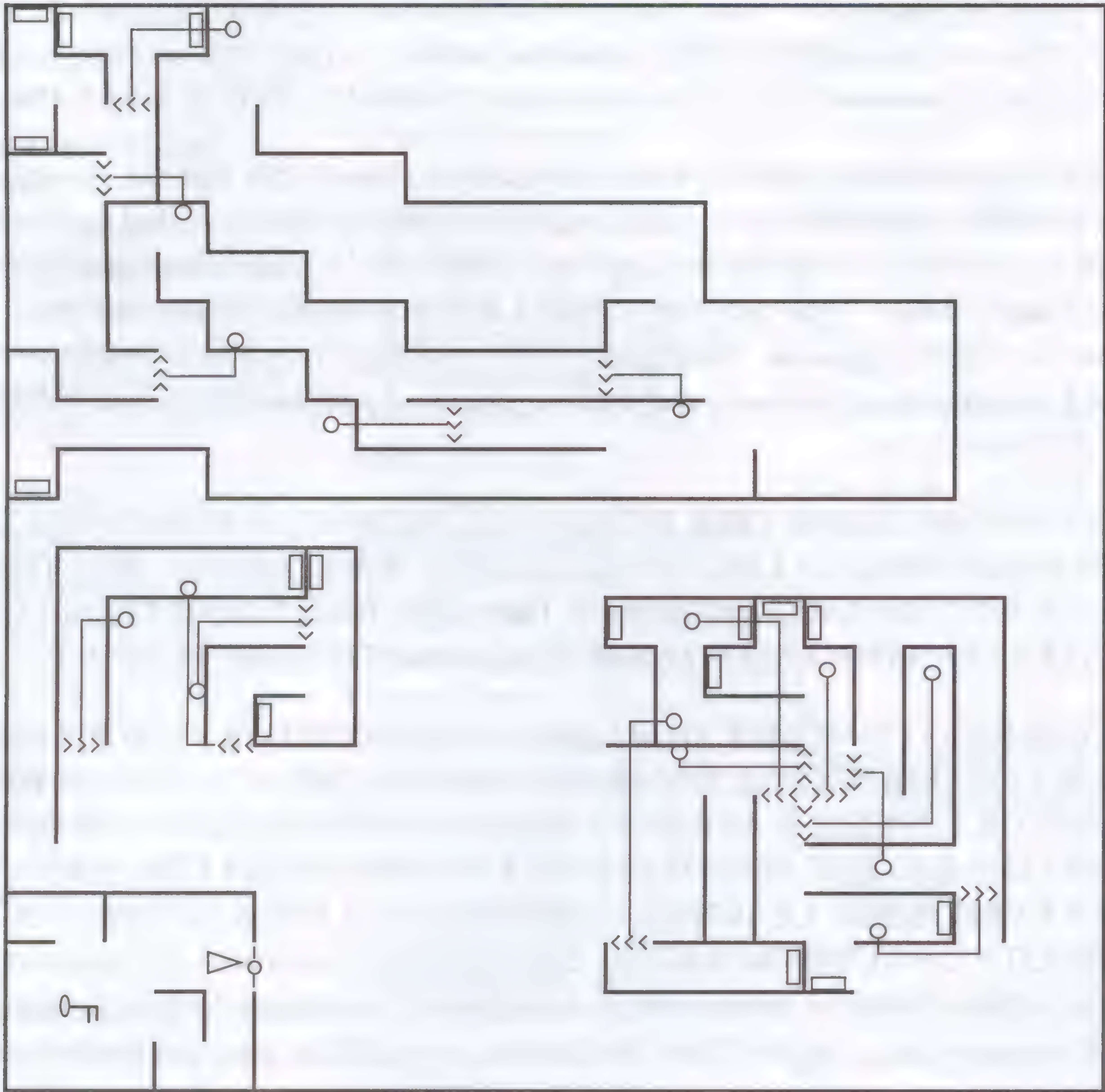
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Courtyard Level 5



Courtyard Level 6



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